



## Legislation Details (With Text)

**File #:** 2017-0072    **Version:** 1    **Name:**  
**Type:** Resolution    **Status:** Withdrawn  
**File created:** 3/6/2017    **In control:** Board of Commissioners  
**On agenda:** 7/11/2017    **Final action:** 7/11/2017  
**Title:** 2017 Budget - Amendment 1 - Public Safety

**Indexes:**

**Attachments:** 1. Amendment 1 - PUBLIC SAFETY PAY INCREASE COST IMPLICATION, 2. 2017 5.23 Item 2017-0072 Comm. L. Johnson.pdf

Date	Ver.	Action By	Action	Result
7/11/2017	1	Board of Commissioners	withdrawn	Pass
6/6/2017	1	ERPS-Employee Relations & Public Safety Committee	no official recommendation	
5/23/2017	1	Board of Commissioners	deferred 30 days	Pass
4/25/2017	1	Board of Commissioners	deferred 30 days	Pass
3/28/2017	1	Board of Commissioners		
3/21/2017	1	ERPS-Employee Relations & Public Safety Committee	recommended for deferral	
2/28/2017	1	Board of Commissioners	deferred for one month	
2/28/2017	1	Board of Commissioners	deferred for one month	

**Public Hearing:** YES  NO     **Department:** Chief Executive Office

**SUBJECT:**

2017 Budget - Amendment 1 - Public Safety  
**Commission District(s):** All

**Information Contact:** CEO Michael Thurmond

**Phone Number:** 404.371.2881

**PURPOSE:**

To adopt the 2017 Operating Budget - Amendment 1 - Public Safety

**NEED/IMPACT:**

Per Section 17 of the County’s Organizational Act, the CEO is required to submit a proposed budget for the following calendar year. The Organization Act requires a budget be approved and adopted before March 1st by the Board of Commissioners.

This agenda requests passing of the attached documents:

Attachment A 2017 Operating Budget Resolution  
Attachment B Capital Improvement Plan  
Attachment C Authorized Position Change Schedule  
Attachment D Vehicle Replacement Schedule  
Attachment E 2017 Budget Policies and Intent

**FISCAL IMPACT:**

Note the cost of the item(s) - if any; also note the fiscal year budget impact to include funding source.

**RECOMMENDATION:**

To approve as amended.